

Creating a Phone App

Exercise – How to

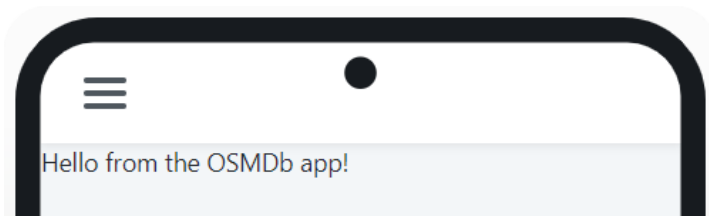
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Outline

In this exercise, we will create our first mobile app. This app will manage movies and people involved in those movies, such as cast and crew.

Over the next few exercises, we will progressively build the app with new functionalities. For now, we'll start by creating a **Mobile App** called *OSMDb_<your_initials>*. Please replace the *<your_initials>* with your initials to make sure the app is different from all the other participants.

After the app is created, we want to create a mobile Screen with a simple message saying *Hello!*



Resources

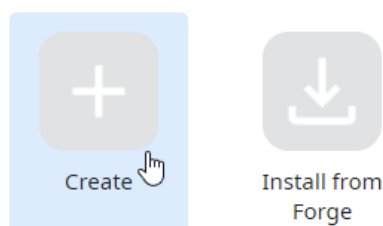
For this exercise, we will use an image as the icon of the app, *OSMDb-icon.png*. The image can be found in the Resources folder of the Boot Camp materials.

How-to

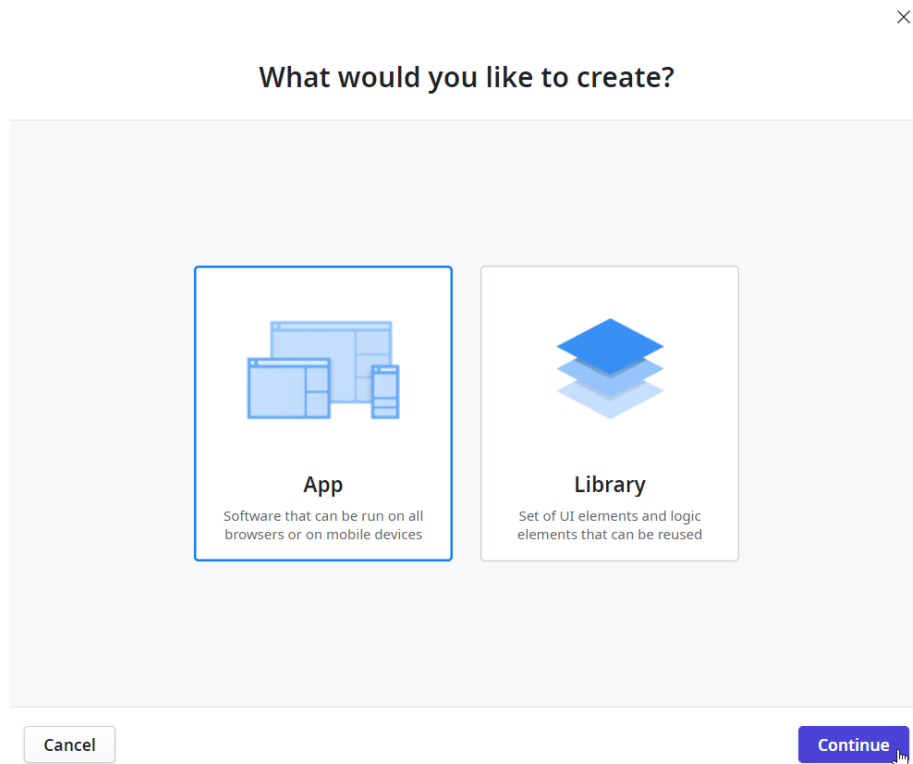
In this document, we will describe, step by step, the exercise *1 - Creating a Phone App*.

Create the app

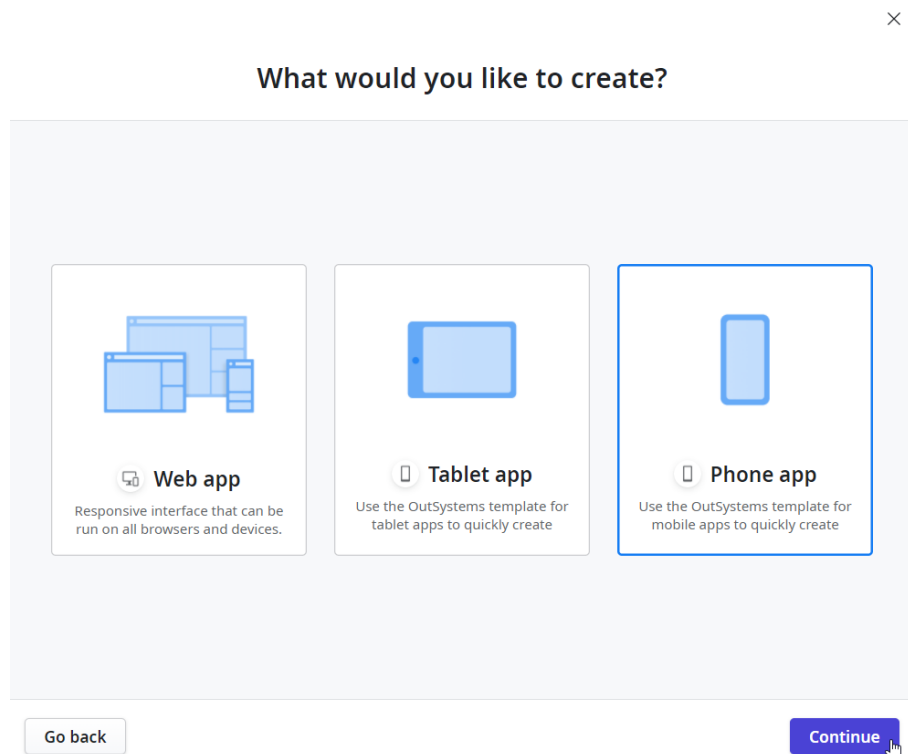
1. Create a new Mobile app (Phone App), called *OSMDb*.
 - a. In ODC Studio, click on the **Create** icon.



- b. Choose the option **App**, and click **Continue**.




- c. Choose the option **Phone App** and click **Continue**.





















- d. Fill in the app's name and description. Since we're using a shared environment, add your initials to the app's name: *OSMDb_<Your Initials>*.

×


Enter your app details



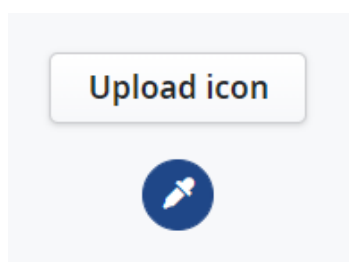
Choose a default primary color for this app's UI elements. This can be changed later.

or use a custom icon




- e. Click on **Upload Icon** and select the *OSMDb-icon.png* file to use a custom icon on the app.



- f. Click on **Create app**.


Enter your app details



Choose a default primary color for this app's UI elements. This can be changed later.

or use a custom icon

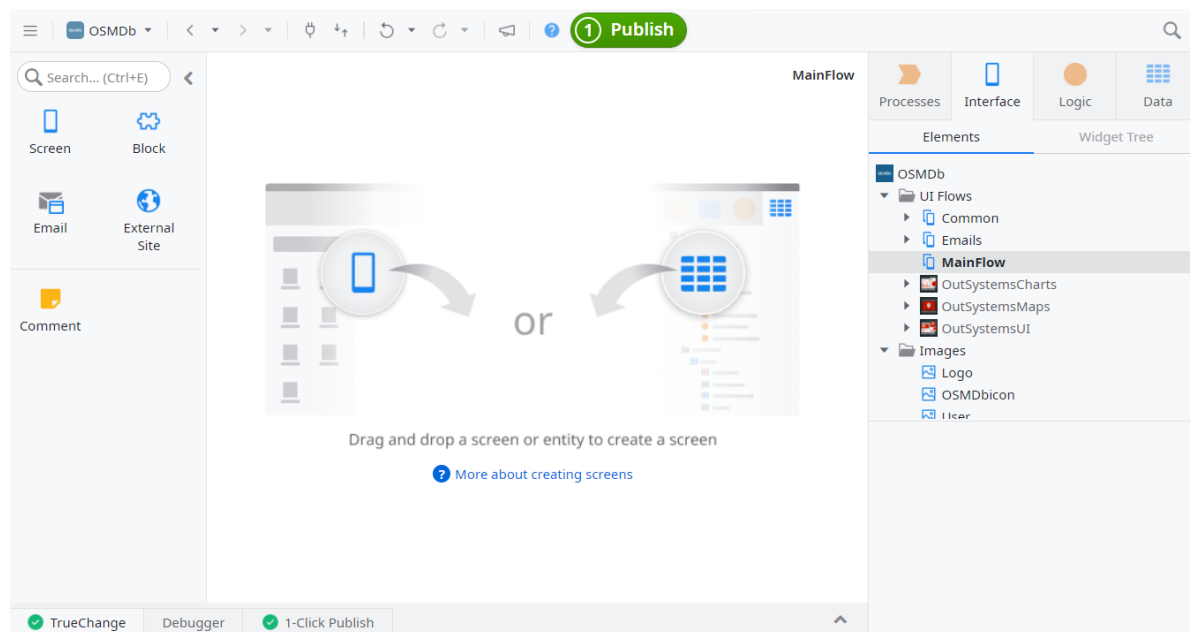
Upload icon



Go back

Create app

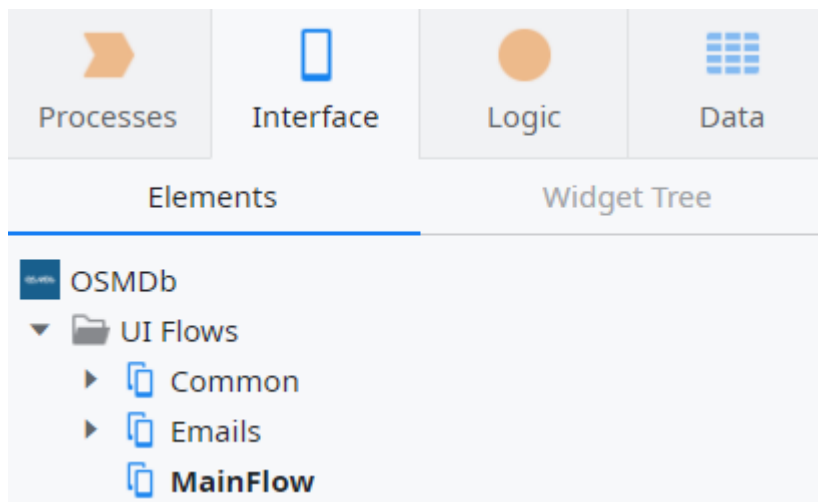
This will lead us to a view of where you will implement the app.



Create the First Screen

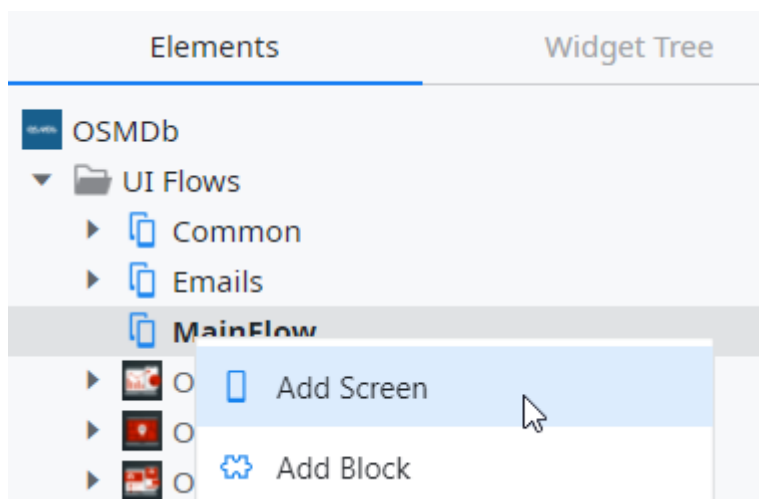
The app was created, but it is still empty. Let's now create our very first Screen with a simple message. The message that should be displayed is: "Hello from the OSMDb app!"

1. Create a new Screen called *HomeScreen*.
 - a. Switch to the **Interface** tab in ODC Studio.



Note: This is the tab with all the app's UI elements: the ones built-in and the ones that will be created by the developer.

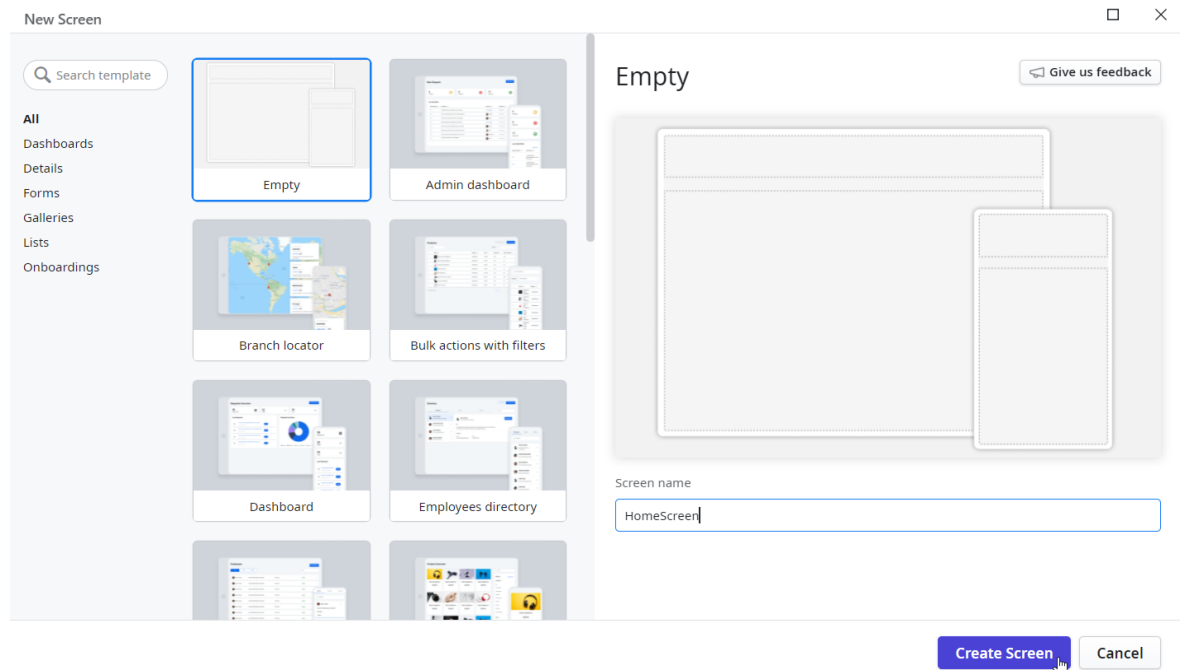
- b. Right-click on the **MainFlow** and select the option **Add Screen**.



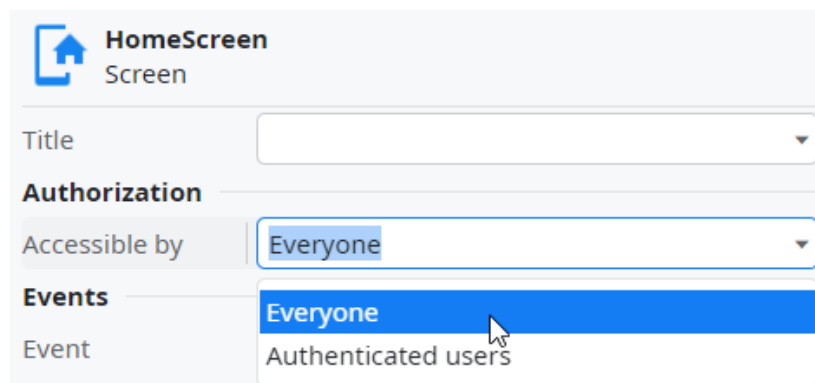
Note: Screens are created inside UI Flows. An app can have as many UI Flows as needed to organize the Screens better. All apps are created with some UI

Flows, including the MainFlow, that we will use to create our Screens in this exercise.

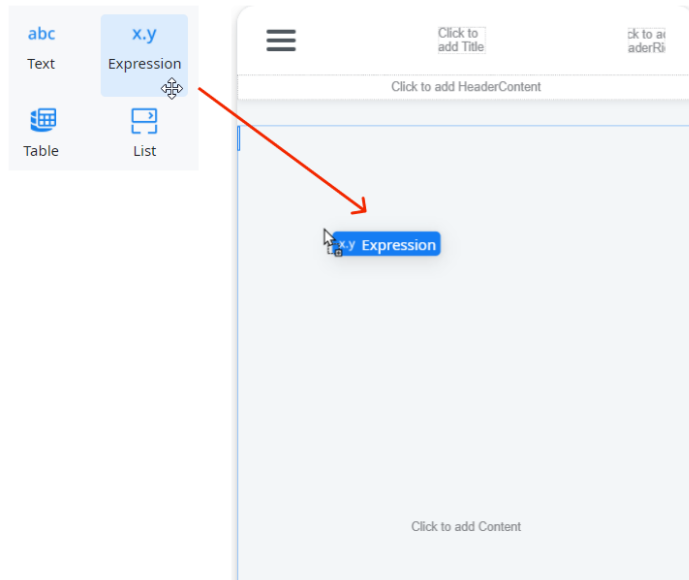
- c. In the dialog, select the **Empty** template, as we want an empty Screen. Name it *HomeScreen* and click on **Create Screen** to finish.



- d. Set the **Accessible by** property to **Everyone** so everyone can access it, even non-authenticated users.



1. This Screen should simply display the message: *"Hello from the OSMDb app!"*
 - a. Drag an **Expression** element from the left sidebar and drop it on the center of the Screen preview.



Note: An Expression allows displaying text that is calculated at runtime, meaning that we can have results of functions, mathematical calculations, etc, that are evaluated at runtime, and then their values are displayed.

b. In the new dialog that appears, type the following text:

"Hello from the " + GetAppName() + " app!"

Expression Value

×

"Hello from the " + GetAppName() + " app!"

✓

The expression is ok (Type: Text)

+

-

*

/

and

or

not

True

False

=

<>

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>

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>=

()

[]

null

▼

TEXT

▶

Date and Time

▶

Data Conversion

▶

Format

▶

Email

▼

Organization

GetAppName()

GetCurrentLocale()

GetUserAgent()

Description

GetAppName function : data type **Text**

Returns the name of the app that is processing the request.

Examples:

GetAppName() = "MyApp"

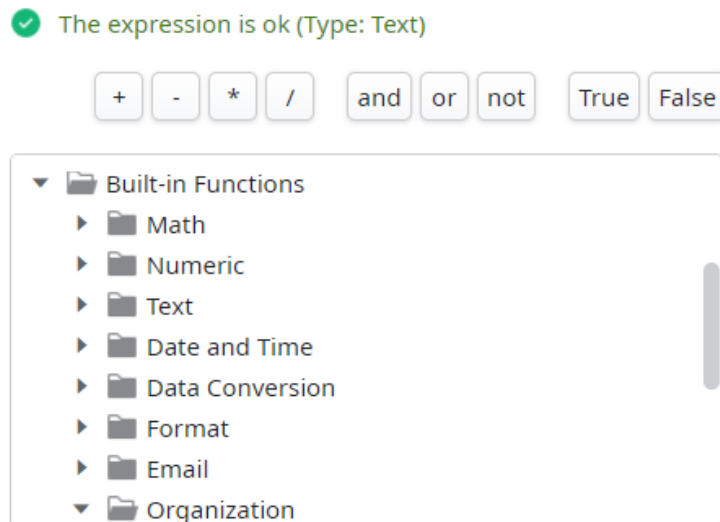
?

Close

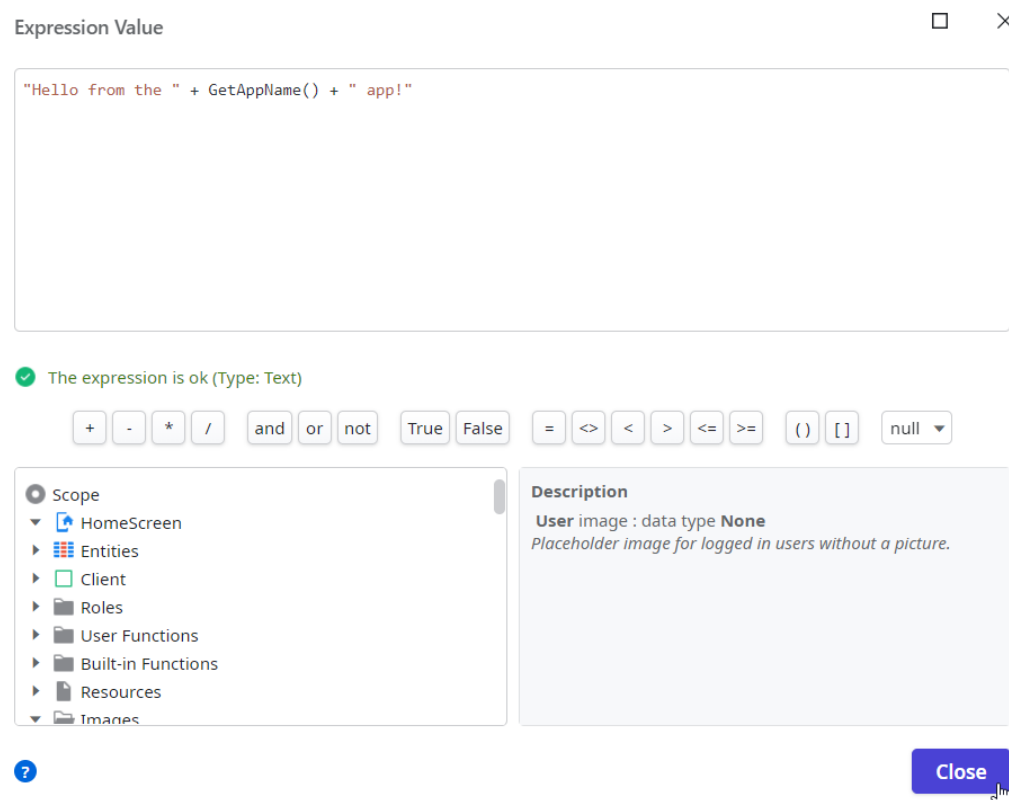
outsystems.com

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Note: The `GetAppName()` function already exists in OutSystems and returns the app's name. So, here we have an Expression that writes some static text, followed by the app's name, and then some more static text to finish. The '+' is used to join these sequences of text together. You can find this and other functions under the **Built-in Functions** folder.



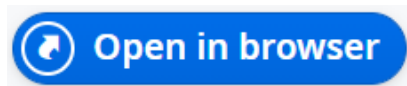
c. Click on the **Close** button to close the dialog.



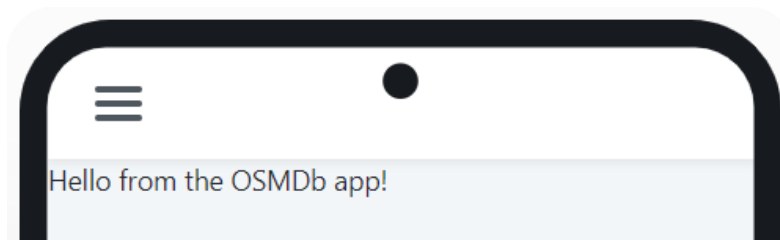
- d. Publish the app by clicking on the **1-Click Publish** button.



- e. After the publishing process is finished, click on **Open the app in the browser**.



- f. Make sure the static message appears on the Screen. Don't forget that the app name will be different in your scenario.



And that's it! It doesn't seem like a lot, but we're only getting started!